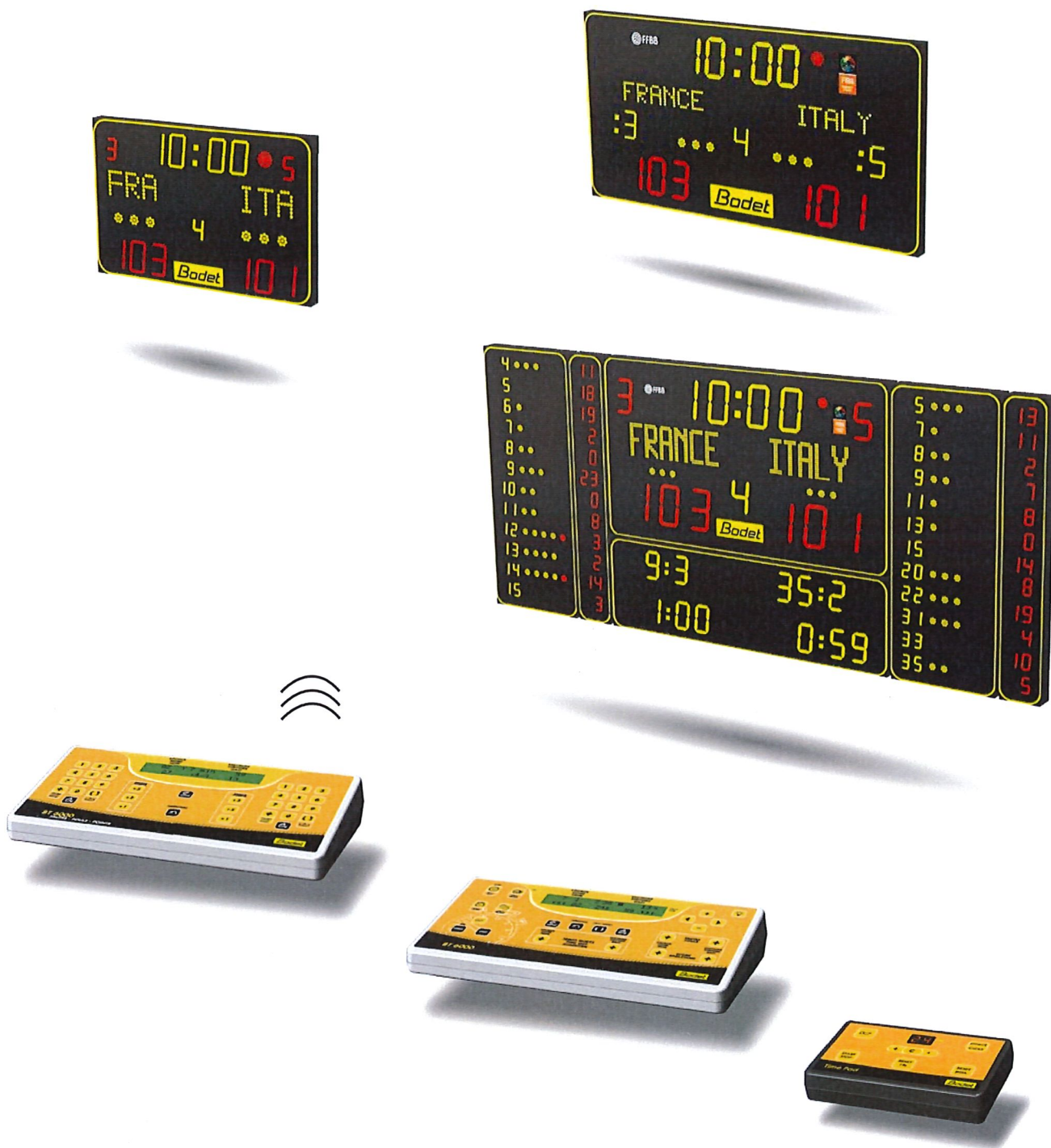# BT6000 range

Installation and use manual

Table tennis, Badminton, Netball, Rink Hockey, Floorball, Futsal, Wrestling, Boxing, Squash, Basque pelota, Indoor cricket, Basic sport, Korfball

When receiving goods please check nothing is broken otherwise make a claim near shipping company.

Foreword

This manual presents the functionalities of the scoreboard of the BT6000 Master and Evolution ranges :
- Operation of each keyboard.
- Description of each sport program.

It is important to note the name of your scoreboard to better navigate through the manual.

Important

Use the Euroleague program only for the Euroleague Basketball matches and only with a BT6008 shot clock (the BT6002C shot clock does not display to the 1/10 of a second).

Information about the operation of the keyboards in HF radio:
in order to limit disruptions due to 4G network we recommend that the mobile phones be kept away from the keyboards.

Table of content

Main keyboard

LOCAUX HOME HEIM   VISITEURS VISITORS GAST

```
   7    ↓   2:36  ▦       13→   auto
◀◀◀  82   24s   59   ▶▶▶
```

1 OFF — Time / Heure
2 New Match
3 RESET
4 Next Period
5
6 ON — START
7 STOP
8 Sel
9 CORRECTION
10 POSS. SERVICE
11 Ok
12 LOCAUX HOME HEIM — TEMPS MORTS / TIME OUT / AUSZEITEN — **12'** VISITEURS VISITORS GAST
13
14 FAUTES FOULS — **14'**
15 LOCAUX HOME HEIM — SCORE SPIELSTAND — VISITEURS VISITORS GAST — **15'**
30
31

BT 6000

Bodet

Secondary keyboard

LOCAUX HOME HEIM   VISITEURS VISITORS GAST

```
82    27   13    59
Pts   Pts  Pts   Pts
```

16 Fautes Fouls Penal.
17 IN OUT
18 Ok
19 1 2 3 4 5 6 7 8 9 0
20 POINTS PUNKTE — +3 +2 +1
21 Sel
22 CORRECTION
16' Fautes Fouls Penal.
17' IN OUT
18' Ok
19' 1 2 3 4 5 6 7 8 9 0
20' POINTS PUNKTE — +3 +2 +1

BT 6000
FAUTES - FOULS - POINTS

Bodet

Keys description

(1) Time of day or Game clock display.

(2) Start a new match if holding down the key for > 3 sec. Select the type of match and validate.

(3) Reloads the timer at the value programmed without modifying the scores and fouls if holding down the key for > 3 sec.

(4) Go to the next period. Timer must be stopped.

(5) Stops instantaneously the horn. Press duration = horn duration.

(6) Start the timer.

(7) Stop the timer.

(8) Access to the configuration menu if holding down the key for > 3 sec.

(9) Correction mode : press the key, the display flashes; after having rectified the mistake, press the key again to return to active mode.

(10) Ball possession (right or left). Press C (9) key then Possession (10) key to clear the possession.

(11) In match mode : start a new match if holding down the key for > 3 sec. In Configuration menu: validate the parameters and exit the menu to return to match mode.

(12) Allocation of time outs per team. Automatic stop of the time out when countdown is completed or if the time out key is pressed again.

(13) Navigation keys.

(14) and (14') Allocation of fouls per team or penalty time.

(15) and (15') Adds 1 point to the scores.

(30) Luminosity adjustment of scoreboard and possession time displays.

(31) Mains led.

(16) and (16') Allocation of individual player fouls or penalties. Foul or penalty mode is activated automatically depending on the selected sport.

(17) and (17') Inactive.

(18) and (18') Validation of individual player fouls or penalties.

(19) and (19') Numeric keypad to enter the player's number or the penalty duration.

(20) and (20') Adds 1, 2 or 3 points to the scores.

(21) Inactive.

(22) Correction mode : press the key, the display flashes; after having rectified the mistake, press the key again to return to active mode.

1. Main keyboard

1.1 Starting up the keyboard

1/ Press the START key (6) to start the main keyboard.

The display shows that the console is started up.
Wait a few seconds for the messages to scroll up.
The keyboard seeks the scoreboards in the hall.
Indication of the battery status.
Indication of the level of radio reception and the number of scoreboards communicating with the console.
If everything is OK, display of the last played sport.

To main scoreboard · To main scoreboard
Connexion box · Power supply
Wired main keyboard · Radio HF main keyboard

1.2 Switching off the keyboard

1/ At the end of the match, press TIME key (1) during 3 sec to stop the keyboard, until the display on the keyboard completely disappears (beeps emission).

The scoreboard shows the time and the temperature.

1.3 Sport selection

1/ Select the sport required by pressing the RIGHT/LEFT (13) keys.

2/ Validate by pressing the OK (11) key.

3/ Select the type of rules required for the sport with the RIGHT/LEFT (13) or SEL (8) keys.

After the choice of the sport, 2 or 3 configurations of game «type of rules»
are proposed for each sport. Each configuration included parameters of game which can be modified and recorded with the configurationsetting of each sport. The factory configuration is always worth rescuing.

4/ Validate by pressing the OK (11) key.

Sport selection: Basketball

Basketball FIBA:4x10 24sec

1.4 Team names (only for scoreboard with alphanumeric display)

The keyboard will propose the HOME and VISITORS unmodifiable names and a list of 30 names to be created and numbered from 1 to 30.

Create / Modify team name

1/ Select in the list an empty space (PPPPPP) or a team name to be modified with UP+/DOWN - (13) keys.

2/ Press the RESET (3) key to erase the existing team name. The cursor appears on the first position.

3/ Choose each letter with UP+/DOWN- (13) keys. Move thanks to RIGHT/LEFT (13) keys.

4/ Validate by pressing the OK (11) key.

Nota 1 : press the CORRECTION (9) key to exit this menu without saving.
Nota 2 : the team name list is limited to 30 names. Beyond, existing team names must be modified or erased.

HOME TEAM + 30:PPPPPPPPPPPPPPPP-

Enter Home Team + 1: TREM_____ -

HOME TEAM + 1: TREMENTINES -

Select and display team names.

1/ Choose HOME team: the keyboard displays a list of preset team names or HOME. Choose in the list with UP+/DOWN- (13) keys.

HOME TEAM	+
--:HOME	--

Nota : at the very first time, only HOME is available ; the list is empty.

2/ Validate by pressing the OK (11) key.

HOME TEAM	+
1:CHOLET	--

3/ Choose VISITORS team: the keyboard displays a list of preset team names or VISITORS. Choose in the list with UP+/DOWN- (13) keys.

GUEST TEAM	+
--:GUEST	--

Nota : at the very first time, only VISITORS is available ; the list is empty.

4/ Validate by pressing the OK (11) key.

The team names will appear on the scoreboard and the keyboard will be ready to start the match.
Nota : in the menus, press the CORRECTION (9) key to return to the previous stage (ex : press CORRECTION when choosing VISITORS team name to come back to the selection of the HOME team name).

1.5 Scrolling message (only for scoreboard with alphanumeric display)

1/ Select "Message" at the end of the "Sport selection" list.

2/ Validate by pressing the OK (11) key.

Sport selection:
< Message >

The last message entered and a cursor will appear.

3/ If needed, erase the existing message with RESET (3) key.

4/ Choose each letter with UP+/DOWN- (13) keys. Move thanks to RIGHT/LEFT (13) keys.

Msg: FINALE_CHAMPION
NAT_2010_____→

Nota 1 : hold down the key to speed up scrolling.
*Nota 2 : available characters : 26 alphabet letters (upper case only), numbers, ' + : - / * @, _ and Space.*
Nota 3 : if the message is too long, arrows at the start and at the end will indicate that the message is partially displayed on the keyboard. The message is limited to 60 letters.

5/ Validate by pressing the OK (11) key.

Message saved

The keyboard will return to Sport selection menu and the message will appear on the scoreboard.
To change the message, select again "Message" in the "Sport selection" menu.
The scrolling message will be displayed on the alphanumeric display of the team names. This message will be replaced by the team names when the game is on. After the game, it can be display permanently or temporary (see § below).

1.6 Display after the game

After the game, the scoreboard can display :

- Time permanently : non-stop time display.
- Time + Message : display time and advertising message (only for scoreboard with alphanumeric display); the scoreboard will switch off (except the start/stop indicator) between 0h00 and 6h00.
- Time from 6h to 24h : only time display; the scoreboard will switch off (except the start/stop indicator) between 0h00 and 6h00.

10:12
< PERMANENT TIME >

10:12
< TIME + MESSAGE >

1/ Press the TIME (1) key to switch from game display (timer stopped) to time display and conversely.

2/ Press the RIGHT/LEFT (13) or UP+/DOWN - (13) keys to switch from one mode to the other.

10:12
<TIME fr. 6h to 24h>

1.7 Timer

1/ Press the START (6) key to start the timer

2/ Press the STOP (7) key to stop the timer.

Nota : RESET (3) and OK (11) keys are inactive when the timer is running.

Modification of game time period

Before the start of a match it is possible to modify the playing time without going back into the configuration per sport menu :

1/ Press the +/- (13) key to add/deduct 1 minute. Press the key as many times as necessary.

The scoreboard and the keyboard display the new timer value.

2/ Press the START (6) key to start the match.

Add/deduct playing time to the timer

The timer must be stopped.

1/ Press the CORRECTION (9) key.

2/ Press the +/- (13) key to add/deduct 1 second. Press the key as many times as necessary.

The new value is displayed on the keyboard. The scoreboard maintains the display of the old value.

3/ Press the CORRECTION (9) key to authorize the display of the new value.

The keyboard and the scoreboard display the new value.

4/ Press the START (6) key to start the timer.

Add tenth of second to the timer during the last minute

The timer must be stopped.

1/ Press the CORRECTION (9) key.

2/ Press the +/- (13) key to add/deduct 1 tenth of second. Press the key as many times as necessary. Hold down the key to add/deduct seconds.

The new value is displayed on the keyboard. The scoreboard maintains the display of the old value.

3/ Press the CORRECTION (9) key to authorize the display of the new value.

The keyboard and the scoreboard display the new value.

4/ Press the START (6) key to start the timer.

Add playing time after the end of a period

Only possible after the end of the period within the 30s before the display of the time break countdown.

1/ Press the CORRECTION (9) key.

2/ Press the + (13) key to add 1 tenth of second. Press the key as many times as necessary. Hold down the key to add second.

The new value is displayed on the keyboard. The scoreboard maintains the display of the old value.

3/ Press the CORRECTION (9) key to authorize the display of the new value.

The keyboard and the scoreboard display the new value.

4/ Press the START (6) key to start the timer.

1.8 Start a new match

1/ To start a new match, hold down the NEW MATCH (2) key for 3 seconds.

The keyboard displays "Sport selection".

2/ Validate by pressing the OK (11) key.

The previous settings are reloaded and the data on the scoreboard are reset.

1.9 Reset

1/ Press the RESET (3) key to reset the timer to the initial value without modifying the other data on the scoreboard.

1.10 Come back to sport selection

1/ Hold down OK (11) key for 3 seconds to return to "Sport selection".

The keyboard displays "Sport selection".

```
Sport selection:
    Basketball
```

1.11 Sport configuration

The pre-recorded configuration for each sport can be modified. Select and validate a sport and a type of rules. Display of the match. Ready to start.

1/ To modify the parameters for the sport concerned, hold down the SEL (8) key for 3 seconds.

Display of modifiable parameters. The parameters are different for each sport.

```
   Shot timer
Duration   :   24 sec
```

```
Shot timer end
stp game   :  No
```

2/ Press the + or – (13) keys to modify the values of each parameter.

3/ Press the RIGHT (13) key to scroll down through all the parameters

4/ Press the LEFT (13) key to scroll up

5/ Press the OK (11) key to save the new parameters and return to the display of the match. Ready to start.

1.12 Players' numbers

1/ Hold down the SEL (8) key for 3 seconds to enter in the sport configuration menu.

```
   Shot timer
Duration   :   24 sec
```

2/ Press the RIGHT/LEFT key to scroll through the parameters and access to the player's numbers.

```
Number of player
  HOME 4    :   4
```

3/ Enter the number of each HOME player using + or – (13) keys.

The numbers are instantaneously displayed on the scoreboard.

```
Number of player
  HOME 4    :   99
```

4/ Validate by pressing the OK (18) keys.

5/ Repeat the step 3/ and 4/ for the VISITORS players (19') (18').

Nota : the numbers are automatically arranged and displayed on the scoreboard in ascendant order.

```
Number of player
  VIS 4     :   4
```

1.13 Horn

1/ Press the HORN (5) key. Press duration = horn duration.

The automatic horn sounds for 5 seconds at the end of a period.
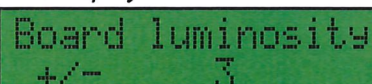*When the timer is stopped manually or at the end of the possession time, the horn sounds for 3 seconds.*
The horn can be stopped by pressing the HORN key.

1.14 Luminosity

Possibility to adjust independently luminosity of scoreboards and possession time displays.

1/ Press Luminosity key (30) during 30 seconds.

2/ Press RIGHT/LEFT keys (13) to adjust luminosity of the possession time display.

```
Board luminosity
 +/-       3
```

3/ With UP+ / DOWN – keys, modify the luminosity level (from 1 to 5).

```
24s board luminosity
 +/-       3
```

1.15 Correction

1/ Press the CORRECTION (9) key.

The keyboard display blinks.

2/ Modify the information to be corrected by pressing the corresponding key until the correct value is displayed :

- NEXT PERIOD (4) : to return to the previous period.
- SCORE (15) and (15') : to deduct 1 point to the score.
- FOULS (14) and (14') : to deduct 1 foul to the team fouls.
- TIME OUT (12) and (12') : to remove 1 time out.
- +/- (13) : to add/deduct playing time (minutes, seconds, tenth of seconds).

3/ Press the CORRECTION (9) key to return to the active mode.

1.16 Scores (only when a secondary keyboard is not connected)

1/ Press the corresponding SCORE (15) (15') key.

Deduct points to the score

1/ Press the CORRECTION (9) key

2/ Press the corresponding SCORE (15) (15') key.

The new value is displayed on the keyboard. The scoreboard maintains the display of the old value.

3/ Press the CORRECTION (9) key.

The keyboard and the scoreboard display the new value.

1.17 Time outs

1/ Press the corresponding TIME OUT (12) (12') key.

The countdown stops automatically at the end or when the corresponding TIME OUT key is pressed.

Remove a time out

1/ Press the CORRECTION (9) key.

2/ Press the corresponding SCORE (12) (12') key.

The new value is displayed on the keyboard. The scoreboard maintains the display of the old value.

3/ Press the CORRECTION (9) key.

The keyboard and the scoreboard display the new value.

1.18 Fouls/Penalties (only when a secondary keyboard is not connected)

Foul or Penalty mode is active according to the sport selected.

1/ Press the corresponding FOULS (14) (14') key.

Remove a foul or a penalty

1/ Press the CORRECTION (9) key.

2/ Press the corresponding FOULS (14) (14') key.

The new value is displayed on the keyboard. The scoreboard maintains the display of the old value.

3/ Press the CORRECTION (9) key.

The keyboard and the scoreboard display the new value.

2. Secondary keyboard

The secondary keyboard is used for the following sports : basketball, handball, ice hockey, water polo, rink hockey, floorball… The use of the secondary keyboard will depend on the sport and the options selected (some functions may be inactive).

2.1 Individual player fouls (Penalty function is automatically deactivated)

Allocation of a player foul : FOULS + Player's number + OK

1/ Press the corresponding FOULS (16) (16') key.

2/ Enter the player's number with the corresponding numeric keypad (19) (19').

3/ Press the corresponding OK (18) (18') key.

The keyboard displays the information for 3 seconds and comes back to normal mode.

Nota : if the player's number is not entered or the OK key is not pressed after 3 seconds then the keyboard comes back automatically to normal mode without allocating a foul.

```
Enter : Fl
No of player ?
```

```
Enter : Fl 43
Valid with OK
```

```
82   28 <43/4   13   59
HOME J43+1Ft   = 4Fls
```

Player foul correction : CORRECTION + FOULS + Player's number + OK + CORRECTION

1/ Press the CORRECTION (22) key.

The keyboard display is blinking.

2/ Press the corresponding FOULS (16) (16') key.

3/ Enter the player's number with the corresponding numeric keypad (19) (19')

The new value is displayed on the keyboard. The scoreboard maintains the display of the old value.

4/ Press the corresponding OK (18) (18') key.

Possibility to make several corrections before leaving the correction mode.

5/ Press the CORRECTION (22) key.

The keyboard displays the information for 3 seconds and comes back to normal mode.

Nota : if the player's number is not entered or the OK key is not pressed after 3 seconds then the keyboard comes back automatically to normal mode without correcting.

Nota 2 : pressing the CORRECTION key (22) before VALIDATION (18) or (18') validates even so the correction.

```
Correction: Fl
No of player ?
```

```
Correction: 2xFls 43
Valid with C
```

```
82   25  <4/3   13   59
HOME J43-2Fls  = 2Fls
```

2.2 Scores

1/ Press the corresponding +1, +2 or +3 (20) (20') key to add points.

Correction

1/ Press the CORRECTION (22) key.

2/ Press the corresponding +1, +2 or +3 (12) (12') key to deduct points.

The new value is displayed on the keyboard. The scoreboard maintains the display of the old value.

3/ Press the CORRECTION (22) key.

The keyboard and the scoreboard display the new value.

Score per player : Score key + Player n° + OK (only with score per player option)

1/ Press the +1, +2 or +3 (20) (20') key to add points to HOME or VISIT.

2/ Enter the player's number with the corresponding numeric keypad (19) (19').

3/ Press the corresponding OK key (18) (18').The keyboard displays the information for 3 seconds and comes back to normal mode.

```
Enter : +3Pts
No of player ?
```

```
Enter : +3Pts 43
Valid with OK
```

```
85  27  <4/3  13  59
HOME J43+3Pts =24Pts
```

Nota : if the player's number is not entered and the OK key pressed, the points will be added to the corresponding team without changing the score per player.

Score per player correction : C + Score + Player n° + C (only with score per player option)

1/ Press the CORRECTION (9) key.

2/ Press the corresponding +1, +2 or +3 (20) (20') key to deduct points.

3/ Enter the player's number with the corresponding numeric keypad (19) (19').

4/ Press the CORRECTION (22) key.

```
Correction: +3Pts
No of player ?
```

```
Correction: -3Pts 43
Valid with C
```

```
79  27  <4/3  13  59
HOME J43-3Pts =21Pts
```

Nota : if the player's number is not entered and the correction confirmed, points will be deducted from the corresponding team without changing the score per player.2.3 Penalties (Foul function is automatically deactivated).

Easy way :

If by mistake or by precipitation, the team fouls have been incremented without having modified the score per player, proceed as follow :

1/ Add points to the player: Score key + Player n° + OK.

Nota : you observe that the team score has also been incremented.

2/ Correct the team score : C + Score + C.

2.3 Penality (Fouls function is automatically deactivated)

Allocation of a player penalty : Penality key + Duration + OK + Player n° + OK

1/ Press the corresponding Fts/Pen. (16) (16') key.

```
Enter : Pen
Duration (min) ?
```

2/ Enter the penalty duration (0 to 9 min max.) with the corresponding numeric keypad (19).

3/ Press the corresponding OK (18) (18') key.

```
Enter : Pen 5min
Valid with OK
```

```
Enter : Pen 5min
No of player ?
```

4/ Enter the player's number with the corresponding numeric keypad (19) (19').

```
Enter : Pen 5min 43
Valid with OK
```

5/ Press the corresponding OK key (18) (18').The keyboard displays the information for 3 seconds and comes back to normal mode.

```
::. 4:59    1:59 .::
Home J43 Pen de 5min
```

Nota : if no validation entered or penalty duration entered or player number before 3 seconds, the system returns to normal mode and the modification is not considered.

To withdraw a penalty with a player : C + Penality key + Player n° + C

1/ Press the CORRECTION (22) key.

```
Correction : Pen
No of player ?
```

2/ Press the corresponding Fts/Pen. (16) (16') key.

3/ Enter the player number receiving the penalty with the corresponding numeric keypad (19) or (19') according to concerned team.

```
Correction : Pen 43
Valid with OK
```

4/ Press the corresponding OK key (18) (18').

5/ Press the CORRECTION (22) key.

```
Correction : Pen 43
Valid with C
```

3. General notes on BT6000 scoreboards

Communication between the scoreboard and the main keyboard operates without any modification via HF radio link (wireless) or via cable link.

The method of use for HF radio or cable version keyboards is the same. A radio antenna is incorporated in the keyboard (not visible). One keyboard can control 1 or several scoreboards.

If the battery is low, the keyboard displays an alarm message.
Connect the charger block to the keyboard. Full charge autonomy > 10 hours. Charge duration > 8 hours.
Leave the keyboard on charge when not used. Green LED on : charged.
Before starting up the keyboard, ensure that the scoreboard is powered with 230 V (display of time and temperature visible). The HF keyboard can be supplied with 230 V if the internal battery is discharged.

If the secondary keyboard is used for managing individual player fouls, it is controlled by the main keyboard. Connect the secondary keyboard to the main keyboard before starting up the main keyboard. Proceed in the same way if the 24-35 seconds (Basketball or Water-polo) keyboard is used and connect it to the main keyboard.

3.1 Displaying and setting the time and the temperature

1/ Press the TIME (1) key to display time and temperature on the scoreboard.

The clock is internal to the scoreboard, therefore the scoreboard can be left switched on and the time displayed even if the keyboard is switched off. The time is saved during a power cut.

2/ Press again the TIME (1) key to return to match mode.

Time setting

1/ Press the TIME (1) key to display time and temperature on the scoreboard.

2/ Press the CORRECTION (9) key.

The keyboard display is blinking.

3/ Use the RIGHT/LEFT (13) keys to select the minutes and the +/- (13) keys to change the value.

4/ Use the RIGHT/LEFT (13) keys to select the hours and the +/- (13) keys to change the value.

5/ Press again the CORRECTION (9) key to return to match mode. The clock starts at second 0.

The time and temperature display is automatically switched off between 00:00 and 08:00.

3.2 Saving information

HF radio and wiring versions: in the event of a power cut to the scoreboard, the HF keyboard stores all the information in its memory and the scoreboard display goes blank. When power is restored, the scoreboard displays again the information from the keyboard.

3.3 User advice

Start a game with the battery fully charged the battery.
In the radio-controlled version, remember to recharge the batteries after each use. Switch off the keyboard then store it in its bag while leaving (if possible) the charger block switched on.